KONAMI XXL SPORTS SERIES

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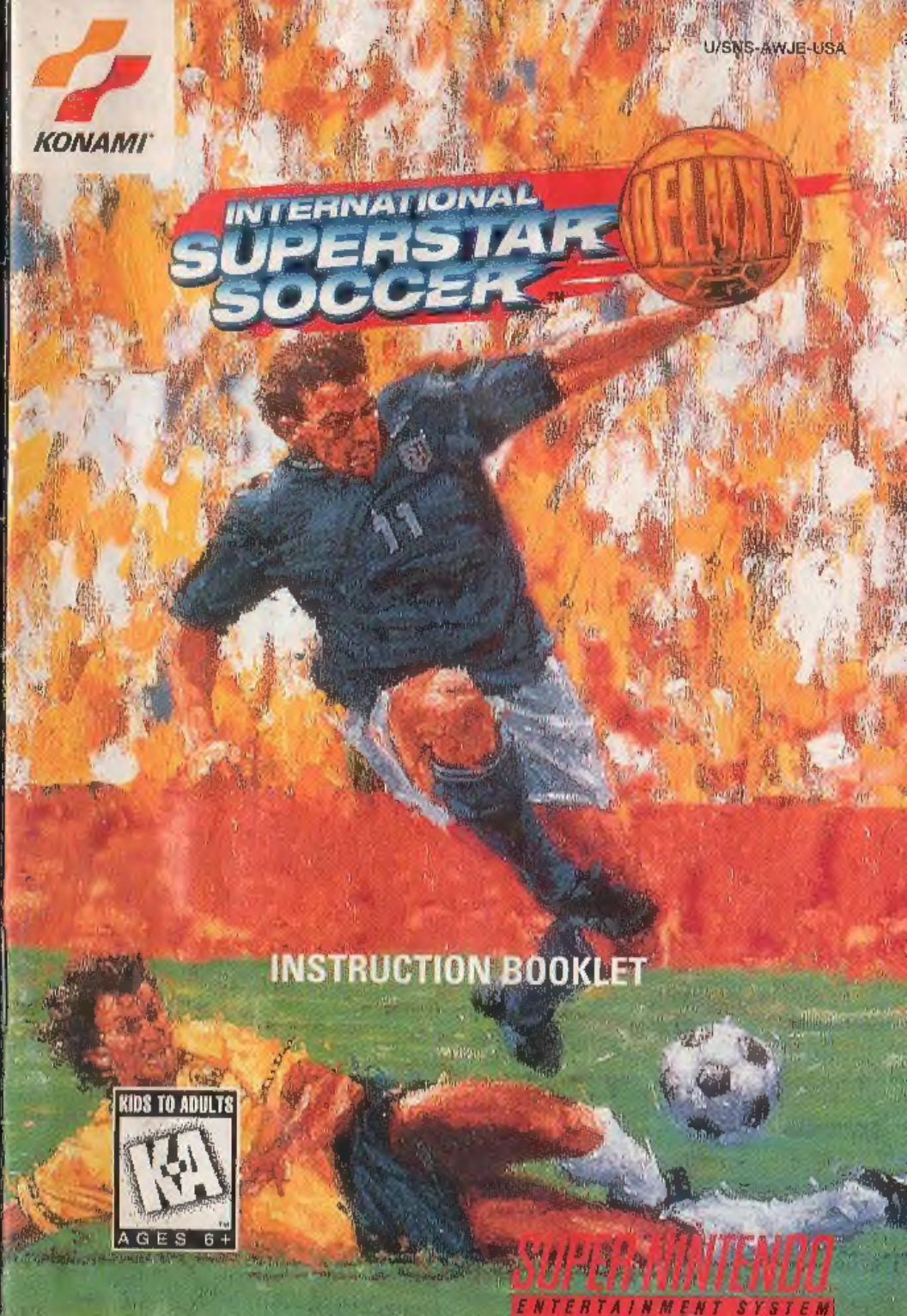
INTERNATIONAL SUPERSTAR SOCCER™ DELUXE



INSTRUCTION BOOKLET

KIDS TO ADULTS
AGES 6+

SUPER NINTENDO ENTERTAINMENT SYSTEM

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WELCOME!

If you've been looking for great soccer action with the most realistic game play, then look no further! We have added great new features and better graphics to our original INTERNATIONAL SUPERSTAR SOCCER game. To score the most enjoyment from the game, we recommend that you read through this manual before playing.

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CONNECTING CONTROLLERS

For 1- or 2- player games

The Player 1 controller goes into Control Port 1 of the Super Nintendo unit, controller 2 goes into Control Port 2.

For 3- or More Player Games

The Player 1 controller goes into Control Port 1, the Super NES Multitap goes in Control port 2. Connect controllers to multitap in order.

STARTING UP

1. Insert the game pak and turn on the Super NES®. After the Title screen there is a game demo. Press Start at any time to call up the Game Mode options.
2. The control pad moves the cursor to an option, and the A button selects it.

THE GAME MODES

Open Game (for 1 to 4 players) ..... Page 5

Open Game: One-game soccer match against any 2 teams.

Short League: Play a 6 team league with up to 6 players.

Short Tournament: Play an 8 team tournament with up to 8 players.

International Cup (for 1 to 4 players) ..... Page 6

Play your way through the tournament to find out who is the best in the world.

World Series (for 1 to 4 players) ..... Page 7

36 teams play in a series of stages during the course of a season (over 70 games in all) to determine the Series Champions.

Password ..... Page 21

Scenario Mode (1 player only) ..... Page 18

Choose from any of the 12 game scenarios.

P.K. (Penalty Kick) (for 1 to 4 players) ..... Page 19

Challenge your friends or the computer in a Penalty Kick battle.

Training Mode (1 player only) ..... Page 20

Learn the basics and challenge yourself to beat the clock!

Options ..... Page 21

Change some of the game settings.

OPEN GAME SETTINGS

1. Select OPEN GAME with the control pad.
2. Select Open Game, Short League or Short Tournament.
3. Select the number of players with the control pad and press the A button.
4. Select the country block you wish to play in. The L and R buttons change the area of the globe displayed. The control pad changes the country, and the A button selects it.
5. Select the stadium (field type) and change the weather conditions. L and R buttons cycle through the Stadium choices, the control pad changes the weather type. Press the A button to confirm your setting changes.
6. Set the Handicap next. The "happier" the condition icon, the better shape your players will be in. Press the A button to confirm your selection. You can also select the skill level of your goalkeeper. Use the control pad to select the level and press the A button to confirm.

INTERNATIONAL CUP GAME SETTINGS

Compete in the International Cup "round robin" tournament.

1. Select the country block to play in. The L/R buttons change the area of the globe displayed. The control pad changes the country, and the A button selects it.
2. Use the control pad to select the various game settings, the A button selects which settings you wish to edit.
3. First you will find your team in the All Team League. All 36 teams compete in 12 blocks for the cup. If you win your block (or qualify with points) in the All Team League, you will move on to the Intro League. Here the remaining 24 teams will play in blocks of 6. Win your block (or qualify with points) to move on to the International Cup Tournament. The remaining 16 teams will play each other in an elimination tournament for the cup.

WORLD SERIES GAME SETTINGS

Compete in a World Series of soccer.

1. Select the country block to play in. The L/R buttons change the area of the globe displayed. The control pad changes the country, and the A button selects it.
2. Use the control pad to view the day's games. Press the A button to enter the Match Options screen.

IN THE MATCH

1. In the Match Options screen, select the game and team conditions. Press the A button at the "Game Start" option to start the game.
2. Confirm game settings. The A button confirms the settings, the B button returns you to the Match Options screen.

   Note: Make sure you know the various cursor types used in the game for multi-player games.
3. Next is the coin toss, to decide which team starts with the ball.

Screen Identification

GAME RULES AND OPTION SETTINGS

• All game modes follow standard Soccer rules.

• Press Start during the game to display a mark beneath the score. This means that when the ball goes out of play you automatically enter the Match Options screen.

• You can substitute up to four players during the game (except players who have been sent out for a Red Card penalty).

• The team that has been fouled against receives a free kick against the fouling team.

Rules for specialty fouls (such as Sliding Tackles):

• Two Yellow cards count as one Red Card. Receive three Yellow cards (in any number of games) and that player cannot compete in the match which follows the one which the third foul was committed.

• A Red Card means that player is benched for the remainder of the game (no replacement is allowed), and he misses the next match, as well.

• In Open games the Yellow and Red Card rules do not apply.

Change Settings In Edit Screen

Edit Screen button options

D Cycles through choices, A selects, B returns to previous screen

Setting screen (screen shows default settings)

SELECT SQUAD Change Team Members

Substitution, Free Kick and Corner Kick settings

1. The L button shows number and position, the R button checks Yellow and Red Cards.
2. Use the control pad to select a substitute from the Substitute list. Press left on the control pad to gain access to the list. Press the A button to confirm your selection. Next, choose the player you want to sub out. Press the A button to complete the switch.

3. You may change the player designated to take your free kicks and corner kicks. Highlight either FK for free kick or CK for corner kick. Press A to confirm. Next, move the flashing box next to the player you want to take the kicks, then press A to complete the assignment.

• When finished highlight Exit or Reset with the control pad and press the A button. Exit returns you to the Match Options screen, and Reset cancels all changes and reverts the settings to default.

FORMATION	Change Formations
STRATEGY	Strategy—You may select up to four of the listed types.
MARKING	Select player assignments
KEY CONFIGURATION	Configures the controller button settings.
CHANGE CONTROLLER	Allows you to select one of several cursor types. You can also select the area of cursor coverage and how the cursor changes. [Auto or manual]
# OF PLAYERS	Select the number of players
EDIT PLAYER SKILLS	Adjust the component skills of your players. There is a point limit imposed, so adjust your skills carefully.
TEAM COLORS	Edit your team's uniform colors.

FORMATION, FORMATION TYPE, POSITION, ZONE POSITION AND STRATEGY SETTINGS

Formation Change option

1. The control pad sets formations. Reset reverts the settings to default. The A button confirms settings.

Positioning Window (Player position chart)

1. The control pad picks players. Press A to confirm.
2. The control pad positions players. Press A to confirm.
3. When you're finished, highlight OK, Cancel or Reset. OK selects settings, Cancel resets to previous settings and Reset reverts all settings to default.

Zone Positioning Window

1. The control pad picks zone. Press A to confirm.
2. The control pad repositions zone area. Press A to confirm.
3. When you're finished, highlight OK, Cancel or Reset. OK selects settings, Cancel resets to previous settings and Reset reverts all settings to default.

Attack Participation Window

1. The control pad sets Attack Participation cursor on a player. Press A to confirm. DF (Defense) or MF (Midfielder) are your choices. An arrow will appear by each player you chose.
2. When you're finished, highlight OK, Cancel or Reset. OK selects settings, Cancel resets to previous settings and Reset reverts all settings to default.

• When finished highlight Exit or Reset with the control pad and press the A button. Exit returns you to the Game Options screen, and Reset cancels all changes and reverts the settings to default.

STRATEGY OPTIONS WINDOW

Adjust Strategy Options

1. Pick ONE or FOUR strategies.
2. For FOUR options, highlight a button (A, B, X, Y) to be assigned to a strategy, then press the A button to select it. (If you select ONE strategy, the L button will activate the strategy in the game.)
3. Select the strategy from those displayed at the bottom of the screen and press the A button again.
4. When you're finished, highlight OK, Cancel or Reset. OK selects settings, Cancel resets to previous settings and Reset reverts all settings to default.

Note: When playing with four strategies, change them by pressing L then pressing the appropriate strategy button.

Strategy Display Options

1. Choose to display or not display strategy changes as they happen. NONE means the strategy change isn't displayed. DISPLAY ONLY means that only confirmation is displayed. DISPLAY STRATEGY means that strategy name is displayed.

Note: Strategies are displayed at the bottom of the screen.

• When finished highlight Exit or Reset with the control pad and press the A button. Exit returns you to the Edit mode, and Reset cancels all changes and reverts the settings to default.

MARKING PLAYERS

Here you can set man-to-man assignments (markings).

1. The L button selects the player number and position. The R button checks the Yellow and Red Cards.
2. The control pad selects the player to mark.
3. The control pad selects the marking player. The B button cancels the mark.

• When finished highlight Exit or Reset with the control pad and press the A button. Exit returns you to the Match Options mode, and Reset cancels all changes and reverts the settings to default.

Key Configuration and Button Functions Options

1. The control pad selects the button to change.

2. The control pad selects the new button, and the A button sets the new button configuration.

Notes

–You can change button configurations for up to four Controllers.

–You must select the Controller type from those displayed at the bottom of the screen by pressing L and R.

• When you've finished changing settings, go on to the Match Options screen.

THE CHANGE CONTROLLER SCREEN

This screen allows you to select which character players you will control and how quickly you can select them during a match.

Edit Screen Button Functions

D to Highlight, A to Select, B to return to previous setting

Cursor Change and Cursor Type Settings

1. Pick Cursor type from A, B, C or D with the control pad.
2. Select Area type from A, B or C with the control pad.
3. Highlight Cursor Change and select from Auto or Manual with the control pad.
4. When finished highlight OK or Reset with the control pad and press the A button. OK inputs settings, and Reset cancels all changes and reverts the settings to default.

Notes

–The cursor appears at the foot of the player you currently control.

–You can set up to four cursor changes.

–L and R buttons open the cursor Change window at the bottom of the screen.

–When playing a match, R changes cursor

–Press and hold R to cycle through players with cursor (until you reach the player to control).

• Return to the Match Options screen when you've finished setting the controls.

Number of Player Settings

1. Set the number of players to compete in the match.
2. When finished, return to the Match Options screen.

Note: The number of team members cannot be changed in the Short League or Short Tournament Modes.

Team Colors

1. Choose from the 2 types of uniforms and press the A button.
2. Select Edit then press the A button.
3. Select Shirt, Shorts and Socks to be changed.
4. Cycle through the RGB colors to find the strip color you like.

• When finished highlight Exit or Reset with the control pad and press the A button. Exit returns you to the Match Options screen, and Reset cancels all changes and reverts the settings to default.

EDIT PLAYERS SKILLS

Abilities

1. The L button changes the player number and position. R changes to Yellow or Red Card.
2. Pick the player to edit.
3. Press the control pad up or down to select ability, and left or right to add or subtract points from that ability (points available depends on the team).
4. When you're finished, highlight OK, Cancel or Reset. OK selects settings, Cancel resets to previous settings and Reset reverts all settings to default.

Skill Level Color Types

Default—Yellow

Ability Increase—Red (uses points to increase)

Ability Decrease—Blue (does not add points to be redistributed)

Player Number Change

1. Select "Number" at the top of the Edit Player Skills screen.
2. Select a number to change. Press the A button to confirm.
3. Select a new number.
4. Confirm the new number and press the A button to select.

• When finished highlight Exit or Reset with the control pad and press the A button. Exit returns you to the Match Options screen, and Reset cancels all changes and reverts the settings to default.

OFFENSIVE CONTROLS

Dribble.....Control Pad

Dash Dribble.....Control Pad + Y

Pass.....Control Pad + B

Long Pass.....Control Pad + A

One-Two Pass.....Control Pad + B (and hold)

Through Pass.....Control Pad + R + A (normal)
.....Control Pad + R + B (Grander type)

Heel Lift.....Y, then A or B quickly

Feint.....Y (tap lightly)

Throw in.....Control Pad + A (for high toss)
.....Control Pad + B (for straight toss)

Lift the ball.....A: high lift; B: for low.

Corner Kick Direction.....Control Pad

Corner Kick.....A (for high kick)
.....B (for passing)
.....X (to shoot on goal)
.....R (switch spot from which you kick)
.....Y (scroll window to check setup)

Free Kick.....A (for high kick)
.....B (for passing)
.....X (to shoot on goal)

Shoot.....Control Pad + X

Heading.....Control Pad + X

Overhead Shot.....Control Pad + X (facing opposite goal)

DEFENSIVE CONTROLS

Move.....D (in desired direction)

Dash.....D + Y (hold Y to speed up)

Charge.....B

Shoulder Charge.....X + A

Sliding Tackle.....D + A

Change Cursor.....R

Goal Keeper Control

These functions only work when Goalie is under Manual control, which you can set in the Key Configuration screen.

Catch.....D + A (for high balls)
.....D + B (for low balls)

Throw.....D + B (press and hold for long throws)
.....(tap for short throws)

Kick.....A

Change to Goalie Control L + R

Auto Save.....X

Shot Movement

Hold X for a longer or shorter time to change the height of the kick.

OTHER CONTROLS

Change Cursor.....R (when you are on defense, control
.....player closest to ball)

Open Match Option.....Select button (will open at the next
Screen (during game).....dead ball)

Lifting the ball.....A (high)
.....B (low)

REPLAYS

Scoring a goal automatically brings you to the Replay screen. Press Start at any time in the game to see a replay.

Stop .....Start button

Pause .....X (or Y)

Forward .....A

Backward .....B

SCENARIO MODE (1 PLAYER ONLY)

Pick from any of the 12 different scenarios.

1. Highlight Scenario Mode and press the A button.
2. Press the control pad to highlight the scenario you wish to play.
3. After you complete each scenario, a password will appear. Enter this password on the Password screen when you want to continue the scenario mode from where you last played.

Notes

–A mark appears on all Scenarios you've cleared.

–Scenarios are preset,and settings can't be changed.

Winning Scenarios

- Each match you win counts as a Clear.
- Tie scores are counted as losses.

PENALTY KICK MODE (1 TO 4 PLAYERS)

1. Highlight Penalty Kick and press the A button.
2. Pick the number of players competing.
3. Use the control pad to select the teams competing, the field size, and the weather conditions.
4. Pick five players from your team, and press the A button to select. To change players, press the B button. These will be the players that take the penalty kicks.

Penalty Kick Rules

Five players take penalty kicks on the goal. If the score is tied after five kicks, play continues until one team gains a two point lead.

Kicker Movement

1. The control pad controls the direction of the kick.

2. When starting the kick, press the A button for a high kick or the B button for a low kick.

Notes

–Depending on your timing, you may be able to perform a speed kick or the ball may go over the goal net. Watch your timing!

–If you don't press the A button or the B button before kicking, the ball will move directly forward.

Keeper Movement

1. The control pad selects the direction the Goalie moves.

2. After pressing the control pad, press the A button to catch a high kick, the B button to catch a low kick.

Note: Do not wait until the ball is kicked to start the interception.

TRAINING MODE (1 PLAYER ONLY)

Learn the basic movements and practice in the Training and Challenge Modes.

1. Highlight Training and press the A button to select.
2. The control pad highlights Training Mode or Challenge Mode. Select by pressing the A button.

Training Mode

1. The control pad to highlight the mode and the A button to select.
2. Press Select at any time to exit the Training Mode.

Challenge Mode

1. The control pad highlights a character, and the A button inputs it. You can choose a name of up to 3 characters.
2. Highlight the type of challenge and press the A button to select.
3. Highlight the level of difficulty (1—4) and press the A button to select. The game starts after you press the A button.
4. After you finish, a scorecard and message appears on screen, showing how well you did.

Note

—Get the high score in either mode and the High Scores Window appears.

OPTIONS MODE

Change game settings and conditions.

1 Place the Cursor next to Options and press the A button.

2. Highlight the option to change and press the A button to select.

Use the control pad to set options on screen

Game Level	Select 1 through 5 (1 is the easiest, 5 is the most difficult).
Game Length	Select 3, 5 or 7 minute Halves.
Sound	Choose from Mono or Stereo sound.
Rules	Play with or without penalties.

1. Select to play with or without fouls.
2. Play with or without Yellow and Red Card fouls.
3. Select to play with or without Offside fouls.
4. Select Overtime option; V GOAL for "sudden death" or OVERTIME for a full overtime period.
5. Select a referee to officiate your game, or let the game choose for you by selecting RANDOM.

Carlos = easy; Heinz = medium; Masega = strict

PASSWORDS

In the Open Game, Short League, Short Tournament, International Cup, World Series and Scenario Modes, a password is given so you may continue the game at a later date. Don't forget to write the passwords down!

1. Move the Cursor to Password and press the A button.
2. The control pad highlights a character, the R button selects space to input the character. The A button locks in your choice and the B button cancels.
3. When finished, move Cursor to OK and press the A button. If the password is correct, the match begins.

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CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint and Tip Line for help on this software and all the fine Konami products.

Konami Game Hint and Tip Line:
1-900-896-HINT (4468)

- 85¢ per minute charge
- $1.15 per minute support from a game counselor
- Touch tone phone required
- Minors must have parental permission before calling

Hints are available 24 hours a day. Live support Monday-Friday 8:30 a.m. to 5:00 p.m. CST only. Prices and availability subject to change. U.S. accessibility only.

If you experience technical problems with your ***International Superstar Soccer Deluxe*** game pak, try our Warranty Services number:

(708) 215-5111
Konami (America) Inc.
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Buffalo Grove, IL 60089

ONLINE SUPPORT

Konami is available online from:

CompuServe: Click FIND then type **konami**. We are in the videogame publishers forum. In addition to reading and sending messages, you can receive press releases, hints, codes and other files.

If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #374 for your FREE introductory membership and $15 usage fee credit.

Reach us on the World Wide Web at:
www.wtinet.com/wti/konami.htm

E-mail us at: **76004.3530@compuserve.com**